



This official seal is your assurance that NINTENDO? has reviewed this product and that it has not our standards for oxodiococ in workstanding, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your NINTENDO ENTERTAINMENT SYSTEM."

### SAFETY PRECAUTIONS

- This Game-Pak is a very fine instrument.
   Keep it away from very high temperature and
   mechanical shock at all times. Never dis assemble it for any reason.
- Never get the terminals wet or touch them with your bare hands. This could cause damage.
- Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
- If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

### CONTENTS

Introduction	1
Operating Instructions/Controller Parts	3
How to Play	4
Starting the Game	4
The Objective	
Choosing the Game Options	4
Number of Players	5
Level of Difficulty	6
Choosing the Year	6
Disasters	7
The Game Map	8
Conquering a State	9
Joining Farces	10
Surrounding Your Opponent	11
Evaluating Opposing Armies	11
Attacking Opposing Armies	
The Battle Game	12
The Train	
Capturing a Fort	

EXCENSES OF NAVIENCES OF FOR PARTY.



NINTENDO\* and NINTENDO ENTERTAINMENT SYSTEM\* are trademarks of Niederdo of America Inc., Garne-Pak (NES-GP); North & South!\*\* is published under license from Inflogrames.

01989, 1980. Inflogrames\*\* is a trademark of Inflogrames, Used with permission. All rights reserved. Usensed in conjunction with JP Informational; C1999 ICENCO.

n 1860 Abraham Lincoln was elected President of the United States on a platform based on the abolition of slavery. The South, whose largely agricultural economy was closely tied to the availability of slave labor, recalled its Congressmen and elected Jefferson Davis as Confederate President.

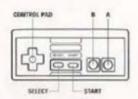
The four year battle began with the taking of Fort Sumpter by the heavily outnumbered and less industrially developed

Confederates. Commanded by General Lee, they fought viciously in spite of overwhelming odds. But in the end, the numerical advantage of the Union forces led by General Grant proved too much.

With North & South you now have an opportunity to relive the historic Civil War. Every effort has been made to simulate the strategic circumstances actually faced by the Union and Confederacy. This is your chance to rewrite the history books!

## Nintendo •

### ENTERTAINMENT SYSTEM



### NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

#### Controller 1:

Used for player vs. computer, and for first player in player vs. player.

#### Controller 2:

Used for the second player in player vs. player.

#### Control Pad:

Used to move the game cursor or to manager battle units.

#### SELECT Button:

Not used.

#### START Button:

Used to start the game, and to pause the game in the battle, fort, and train parts of the game.

#### A Button:

Used to fire a weapon, make selections, and to check the strength of troops.

#### B Button:

Used to select between connon, cavelry, and infortry in the battle game, and used to jump in the train and fart sections of the game.

### **HOW TO PLAY:**

#### Starting the Game:

From the title screen, press START on Controller 1 to begin the game. The national anothern will begin to play. You may press the A button to skip the music.

### The Objective:

The objective of the game is to defeat all the opposing troops. To do so, you must combine a brilliant strategy with quick reactions.

### Choosing the Game Options:

The screen shown at right allows you to choose the options for the game. Same options are chosen by moving the arrow pointer using the control pad and pressing the A button to make a selection.





### **Number of Players:**

North & South can be played by one or two players. Each side is represented by a box containing a soldier. The game misself starts in the two player mode. By telling the compater to control one of the sides, you can play a single player game.

Befind each soldier is the flag of his army. The presence of the flag indicates that a player will be controlling that army. You can change one or both sides to be controlled by the computer. To do so, move the pointer so that it is over the flag in the left half of the box and press the A button. The flag in the box army will change to a computer screen, indicating that this army will be controlled by the computer.

There are four combinations possible:

- 1. Union player against Confederate player.
- 2. Union player against Confederate computer.
- 3. Union computer against Confederate player.
- 4. Union computer against Confederate computer.

### Level of Difficulty:

You may choose from three levels of difficulty and the level of difficulty can be chosen separately for each side. This allows you to balance the skills of two different players to achieve a more evenly matched game. Initially, the game defaults to the Corporal level which is the most challenging. You can change the level of each side by moving the pointer with the control pad until it is over the soldier and pressing the A button. When you do so, the Corporal's picture will be replaced with a Sergeant's. Pressing the A button again will change the picture to that of a Captain's The Captain's level is the essiest. The level of difficulty determines how hard it is to claim a fort or intercept a train.

#### Choosing the Year:

You may choose the starting year for the game, which can range from 1861 to 1864. Each year reflects the historical relative strengths of the armies and states controlled by each side. 1865 is not available as a starting year since the situation was too unfavorable for the South. To change the starting year, use the control pad to move the pointer until it is over the calendar in the middle of the screen. Press the A button to change the starting year.



#### Distances Bux



#### Disasters:

This bux is the contor of the screen less you selectively en able there additional factors when could have impacted the way fourcan turn these on or off by using the control pad to impure the cutsor over the desired lighter and pressing the A butson links by additine of these additional factors are turned off.

The left box enables the indians and Mexicons. When activated the fill said well occasionally attack a mail of reighboding states. Similarly, the Mexicons while relicably fromb. Texas, the other overall the many unfanturist are unaugh to sail her such an attack will lose some or all of 80 throops.

The modile box enables the storm cloud. The storm cloud makes account the map temporarily disabling the movement of any army and it have is even.

The right box enables the availability of furupean reinforcements. Using the war, both sides had strong diplomatic ties and Europe. The side that controls North Carolina will own any troop reinforcements that arrive it cannon, 3 cavalry.

and 8 erlansity for each tript. If there is already an army in North Carolina lamps sopp that army and be instituted that army, up to the ferri of 3 connais, 3 covaling, and 18 infantry writts. Any extras above these limits will be four.

When you have made all your choices for the game options use the commo pad to move the government the GD box at the bottom of the screen and press the A button to start the game.

### The Game Map:

Each player takes turns moving his trongs from one state to entitle. During on, if Jun, a unificial render to as adapted a tate. All units that can the moved will be thinking. To move a cond, use the control parriettor over the pointer less the unit and press the A betton. Next, all upsable states it at the unit can move to will blink. Move the pointer to the desired destination and press the A betton to less the move. When you have moved all your units your turn ends. Each unit can be moved only uncerper turn.



You can choose not to move some or all of your units. When you have moved all the units you want, you can end your sum by moving the pointer to the date box at the bottom of the screen and pressing the A bottom.

If you select a unit to move and change, your merd, move the pointer to a state that is not binking and press the A button. The unit will remain in its original possion.

### Conquering a State:

There are six possibilities when a uniquioves into a new state

- 1 The state has never been occupied. In this case, the state is controlled by the first army to occupy 4. When this hist army leaves the state, if will contain a flag representing as allegance.
- The state is controlled by the opposing player, his is not occupied by the oppositions along. The new army congivers the state and controls it upon leaving.

- The state is occupied by the opposing player's army in this task there will be a satis between the two arms.
- The state is a ready controlled by the player in this case, nothing changes
- 5. The state committee a fown and is occupied by an opposing army in this event, you must first defeat the opposing army and then complete the fort game to conquer the state of you tail, your army will remain in its uniqual position.
- 6. The state contains a town but is not eccupied by an opposing unity to this case, yet meathermolete the fortigation to control the state if you felt your army will remain in its prignal position.

### **Joining Forces:**

Two lands can be merged into a sarge, stronger one by semply moving one unit to a state affective occupied by sinchler united the same side. The units will extensive objected. This can be esoful to strongthen weaker units, for council exceed the maximum of 3 canonins, 9 cavaling, and 18 indantry.

### **Surrounding Your Opponent:**

You can capture control of an unaccoupled state which does not have a seam that is held by your appoinent by occupying all artisecent states will ryour array. If you sundeed in this in intervier the state will transfer to your control without a tentla.

### **Evaluating Opposing Armies:**

You can evaluate the strength of opensing armes by moving the pointer of the enemy unit and pressing the A butter. The date belowed show you the number of carreto, cavalry, and infantly troops in the unit.

### **Attacking Opposing Armies:**

You can attack your copenent by simply moving one of your unnernthan a state occupied by an upparting time. The screen well change to the battle game in addition, if other army units are in all acer I states, they will automatically good the battle in augustically good the battle in augustic of their fellows soldiers.

#### The Battle Game:

Owing battle, you can use the B button to choose which typical unit you are controlling (Cannon Cavalry, or lister try). The box in the upper connect of the screen will indicate which type of crist you are use entry commending Units can be evoid using the control pad. The A besture is used to start a unit moving the weapons or swing swords. Let's look at each type of units.

#### Cannon

Cannons are effective long large windows. Thu, carest be envired forwing our backward, but call be envired up and diniving in the screen. To the a composition and their the A button. A bar graph on the Sutton of the screen will larger to 88 as yine hold down the A button. The carried will the whiten you release the A button. The banger you half the A button the faither should state what well a source to the faither should state what well a source Cannons are limited to 9 shots.

#### Cavatry

The cavainy units on horseback are armed with swords by a can swing the swords by pressing the A betton. Numerally the cavainy only a configurative makers side by side. By pressing the control pad in the Section opposite from the

one they are facing, they will form a single colum. This can be useful in getting the unit across bridges. When you press the A button the unit will return to its named configuration.

#### lefastry:

Infantry units are normally configured as two rows of three soldiers. Press the A batton to de rect the infantry to his their weapons. You can change their oncangement to three rows of two soldiers by pressing the control pad in the direction opposite from the one they are facing as with the cavally, this is useful for getting as members of the end across bridges. When you press the A button the endances bridges. When you press the A button the endances of the carrier to its permatically unation.

#### The Train:

At the end of each turn, cases are due for each state you control. However, you can only collect the revenues if you control two towns that are connected by the rationay and all states along the train mate. These are five towns on the map indicated by small red squares along the rainway.

Within you have collected 5 begs of gold you will be given a new army which can be placed on any of the blenking states.

You can also intercept your opponents taxes by capturing one of the states along the opponents train route. If you do so, you will be garan one chance to rob the train.

To not the train, you must first elimb onto the train before it passes. If you fall to get onto the train, you do not clean the train. Use the B button to jump into the hidder of one of the rathoad eats. Proceed up to the roof of the our and begin to make your way towards the fold of the lines. Use the B button to to upper from one can to the next.

You will encounter sold ans who will try to prevent you from teaching the encountry to constitute a write by pressing the A button. The cumber of remaining believes it shows to the upper live corner of the screen. When you run out of breast you can show a gunch by pressing the A button in the two player mode, the opposent can send out a sold on by pressing the conductor by pressing the conductor.

ing the Up or Down directions on the control pad. For the opposers file A button is also used to throw a strife and the B button is used to pump from our to our. The number of re-caseing soldiers is shown in the upper left of the screen.

You have a knoted amount of tene to reach the engine. The conversing time is not cated by the close at the bottom of the screen. When the close knock section the right said of the screen, you are out of time. Senda by the local and the screen powers in included by the bout at the bottom of the screen. The closer if a to the right of the screen, the closer you are to the engine. If you succond it reaching the engine you take control of the train and claim your opposites to an evention.

### Capturing a Fort:

Control of at least two towns on the railway is important for both players. To control a town, you must explain the fort hou must explain a force of the fact to capture the flag. Use the control paid to incove your soldier. Press the A button to throw a finite or to throw a punch when your sent of knees. The number of remaining knees is shown in the upper left of the screen. Press the it button.

to jump over obstacles. You will find a necessary to use the ladders to climb anto the roof of the fortite get past some of the obstacles.

In addition, you must avoid thin guard dogs and explosives offschildren you and your gost. The remaining time is understant by the limbe at the footened the screen. When a reachos the light side of the screen upon a club of time. The distance to the flag a shown by the born at the bottom of the screen. The closer it is to the light, the closer you are to the flag.

In the two player sension, the opponent can dispetch a soldies by pinking the light. Bowleden trains on the control pad. Press the Albutton to thelow a unife or the Blouton to lomp. The number of remaining soldiers is shown at the top of the screen.

### COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Recrient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/tolevision technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 604-600-60345-4

### 90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

#### NO GAY LEASTED WARRANTY

SIGHA, Comparation reasonants to the adoption's constraint professions that the behaviors that PAIC (PAIC TOOL (substitute State PAIC Advancements or the Accountiesed shall be free times deleted as explained and workshapethy for partial of 18 States from add or place reference in a selected and workshapethy for excess sharing that the data of particular is a selected considerable some excess sharing that the data was reported postular. EPERA and linguises or explains the PAIC, state applies, these of sharing.

To receive this intersect service:

- 1. DO NOT recurs your defective Game Publish for the relation
- Northy the SERIA Computers Empired Empiretheed of the present engating was rather with the order \$1.00 x80. Media in CA215-325.
   Cart Constraint Service Department in Image and in Versilla Male to SERIF M. Provide Torre, Montain Empiritation.
- If the SINA Service Representative is until the solve the problem by phone, for yell probably yet write a three Authorises their control. Simply require from marker or the unduring perfora ring or year distinctive PAA, and resurt year PAA (REGISE). PRINCE AND MARKET PAIN SINCE OF MARKET, in partial wide any spins sign or market penals of quartificate within the SE-day and rings, penals sign.

Sellie Corporation 2000 Mariner Avenue, Selin 198 Surrosco, CA. 8982

This reprintly shall not appre if the PAR here have derivated by repliquent, positions, provinceable uses medification, tempering, as by other careful sensitive to defective measurable or accidentally.

#### REPROCESSALS AFTER EXPRACTOR OF WARRANTY

If the FAE distriction is problem receiving service after the 9th 45 day were stiff, prompt of prompting service (FAE of 2009 190). The Consensation is the depositencing stiff by their months or make above. The EEPA Device, It has proportion on a matter with the problem by placing, but not placed prompting of the approximation is not for 2004 the matter in problem to the PAE and many providing providing providing providing and the first and for 2004 the providing pro

You may then necessar than expedient can be explicitly prockaging of the order Less PAR 2015 as DAMAGE, or DIAL and exertises a motory order provide to \$1000, but the count expedience of the country order provides to \$1000, but the count excelled use.

Batter personal regions in a SURA Service Represented data miner the PAR correct to represent a serviced. It will be required and your government enturated.

#### MARKETY LIMITATIONS:

ANY APPOCABLE SHE MY WARRANTS, INCLUDED, WARRANTS OF MERCONSTRUCTURE AND WARRANTS OF A PASTOLAR PROPRIES. AN EXCHANGE OF A PASTOLAR PROPRIES OF A PASTOLAR PROPRIES OF A PASTOLAR PROPRIES OF THE PASTOLAR PROPRIES OF THE PASTOLAR PROPRIES OF THE PASTOLAR PROPRIES OF THE PASTOLAR PASTOLAR PROPRIES OF THE PASTOLAR PASTOL

This product in our field parameter are not before the three or Development, Some cooling in an all allow for the received he had been produced as more than the analysis of consequent to the allower feel for the analysis of consequent to the allower feel for the analysis of the analysis of the first were some given you specific feel and major in the analysis of th

NOTES	
-	

### A WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV A

Do not use a front or rear projection television with your Nintendo Entertainment System" ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.